



Strategy Guide

1. Building A Custom Deck

The Book Bugs II cards have various abilities and by understanding these abilities, you will be able to build and customise your deck to make it more powerful. Here is the full list of Card Effects that are available:

Card Effects
All players may play an additional card. Effects for the additional cards are ignored.
All players to draw an additional card from their respective Draw piles.
Discard a random card from an opponent's hand.
Discard two cards from your hand. Draw two cards from the Draw pile.
Draw a card.
Look at opponent's hand.
View the top three cards of an opponent's Draw pile. You may choose to shuffle the opponent's Draw pile after looking.
Rearrange the cards on an opponent's field in any order.
Return any one card from an opponent's field back to their hand.
Return any one card from your Discard pile to your field.
Search for a card from your Draw pile and put it into your hand. Shuffle your Draw pile.
Search for a card from your Discard pile and put it into your Draw pile. Shuffle your Draw pile.
This card cannot be discarded from the field.
You can play an additional card on this turn.
Bring any one of your cards on the playing field back into your hand. You may play the card again.
Search for a card from your opponent's Discard pile and put it on top of their Draw pile.
2 point filler
3 point filler
This card will nullify the effect of the next card played.
Discard a card of your choice from an opponent's field.
Discard all (1) cards from an opponent's field.
Discard the last two cards played on an opponent's field.
Discard the top two cards from all players' Draw piles into their respective Discard piles.
Replace the last two cards played on an opponent's field with two cards from their Discard pile. Effects for the replaced cards are ignored.
Return any two of an opponent's cards from their field into their Draw pile. Shuffle the Draw pile.
Discard any number of cards in your hand. Draw the same number of new cards from the Draw pile.
Discard all (2) cards from an opponent's field.
Discard all (3) cards from an opponent's field.
Discard all cards in your hand. Draw five new cards from the Draw pile.
Discard the last three cards played on an opponent's field. Discard a card from your field.
Discard any two cards on an opponent's field. Draw two cards from your Draw pile.
Return the last three cards played on an opponent's field to their hand. Opponent must discard any excess cards.
Discard all Fantasy Book Bugs cards from an opponent's field.





Discard all Horror & Paranormal Book Bugs cards from an opponent's field.
Discard all Mystery & Adventure Book Bugs cards from an opponent's field.
Discard all Realistic Fiction Book Bugs cards from an opponent's field.
Discard all Science Fiction Book Bugs cards from an opponent's field.
Discard all cards on the playing field. This card will be the only card left.*

Legend

Common
Uncommon
Rare
Ultra Rare

2. Outwit, Outplay, Outlast With These Strategies

Don't Put All Your Spider Eggs In One Basket

There are 5 different genre types and if you place a variety of cards from different genres, it makes it harder for the opposing player to discard all of them in one fell swoop.

Attack Is The Best Form Of Defense

This is the tried and true winning strategy where you throw out one Discard after another. Granted it might not have much finesse what with all the brute force of cutting down the opposing player little by little, but at least you get the job done.

3. Unleash Epic Combos

Ez Come, Ez Go, Ez Win

In the Book Bugs Game, there are two ways to win. Either get 20 Game Points which can be quite difficult when Discard cards are all about, or...You can finish your deck quickly and count the number of remaining points on the board. This Card Effect "Discard any number of cards in your hand. Draw the same number of new cards from the Draw pile" is excellent for reducing your deck size in a jiffy. Moreover, if you pair it with this Card Effect "You can play an additional card on this turn", you will quickly accumulate points while depleting your deck!

It's Ain't Over Till the Fat Ladybug Sings

If the opposing player is constantly throwing out Discard cards, do not dismay. Play cards with the following Card Effect "This card cannot be discarded from the field" and this will no longer pose a problem. This Card Effect pairs well with "Discard all cards on the playing field. This card will be the only card left". If you play this combo when the game is reaching its end, the results are much greater!

Ctrl-Z, Ctrl Y





This is by far one of the sneakiest moves in the game. Using this Card Effect “Bring any one of your cards on the playing field back into your hand. You may play the card again” you can bring back one of your most powerful cards in the game and play it AGAIN...in the next turn of course.

There are plenty more combos available in the game, keep playing and develop your own winning strategy!

